

Francis Lawrence Force

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Objective

- A senior level gameplay engineering position that requires problem solving, creativity, and teamwork to produce top quality video games.

Professional Experience

Gameplay Engineer, LightBox Interactive

- Worked on Starhawk for PS3
- Programmed weapons, gameplay, networking, effects

Austin, TX

8.2009 - Present

Videogame Programmer, Volition

- Worked on "Red Faction:Guerilla" for Xbox 360 and PS3
- Programmed weapons, controls, camera, gameplay, UI tool

Champaign, IL

10.2005 - 11.2007

Software Developer, Self Employed

- Created "Frank Engine", an open source game engine
- Created "Go Bonsai", an interactive 3D bonsai tree simulator
- Created "Complements", a physics puzzle game for PC

7.2004 - Present

Videogame Programmer, Midway Games

- Worked on "PSI-OPS" for PS2 and Xbox
- Programmed AI, weapons, gameplay, effects, Xbox port
- Designed weapons, controls, enemies, AI, gameplay

Chicago, IL

1.2003 - 6.2004

Videogame Programmer, Hypnotix

- Worked on "Outlaw Volleyball" and "Outlaw Golf" for Xbox
- Worked on "Deer Avenger 4" for PC
- Programmed controls, gameplay, AI, graphic effects, tools

Little Falls, NJ

10.2002 - 12.2002

2.2001 - 11.2001

Web Programmer, Netsmartz

- Built a web based order tracking system for Global Crossing

Rochester, NY

6.2000 - 12.2000

Programmer, PLH Worldgroup Communications

- Developed dynamic web pages and windows apps for clients

West Chester, PA

6.1999 - 8.1999

Education

B.S. in Computer Science, Rochester Institute of Technology

- Graduated with a 3.30 GPA and 208 credits
- Focused on CG, AI, Physics, Math, Art, Philosophy

Rochester, NY

9.1997 - 6.2002

Technical Background

- 10 years of C++ experience with 5 years working in the videogame industry
- C++, OOP, Game Design/Programming, DirectX, Xbox 360, Havok, RenderWare, Python
- Visual Studio, Code Warrior, GCC, Perforce, Gimp, Subversion, Maya, 3ds Max